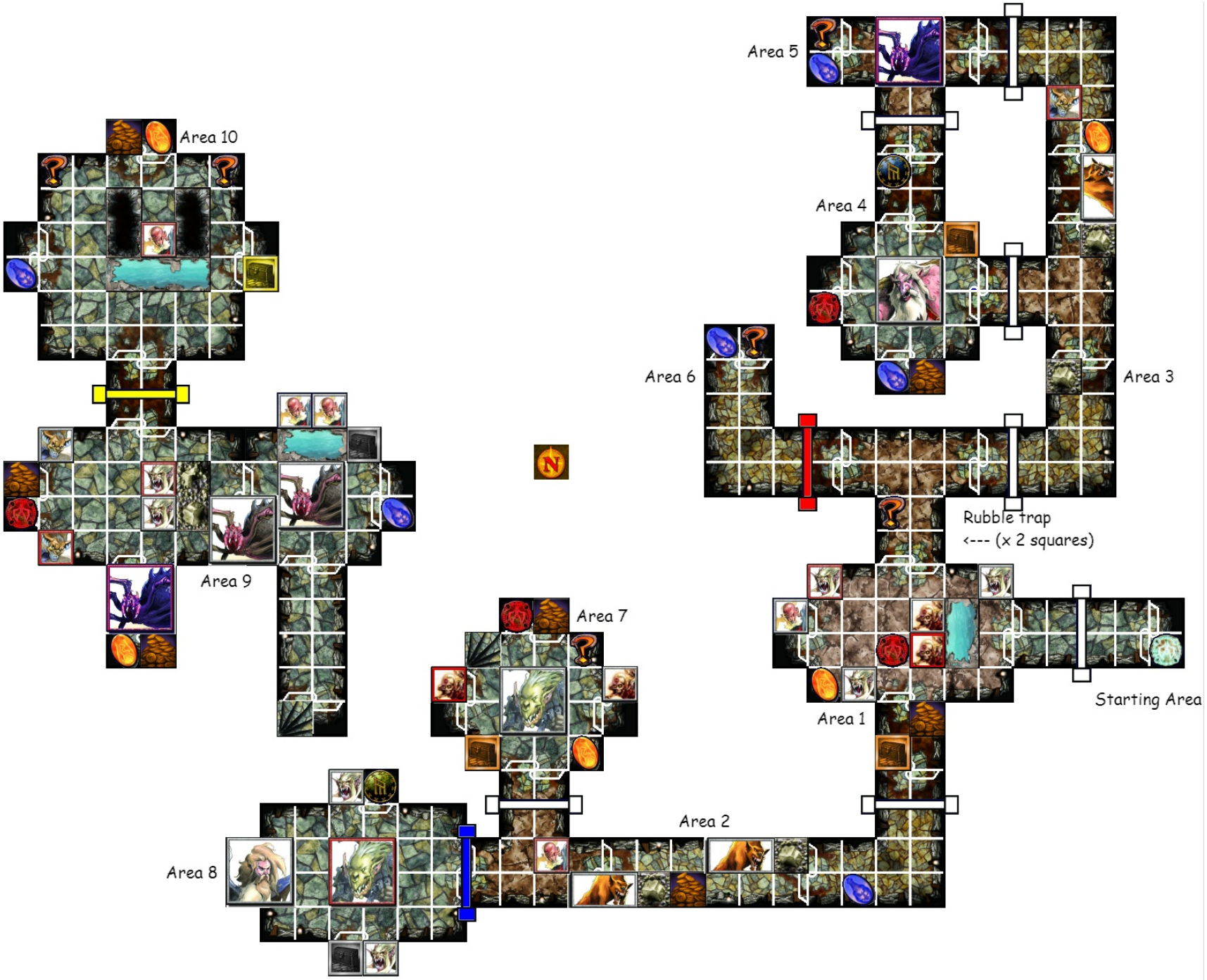

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The Rescue of Sir Valadir

By Chris (for the overlord and 3 players) (4 total)

Scenario Background

Late one night, you are awoken from a deep sleep by a loud knocking on your door. You peer outside noticing that the moon is high and the stars bright. A quiet voice startles you as you suddenly notice the figure who has come to you in the early hours. A little irritated, you are about to demand the cause of this intrusion, but your feelings quickly soften as he speaks, as you see the man is battered and obviously in great distress. "Great and most powerful sir/lady. I implore you. I was on my way through this fine area when my master and his hired guards (us) were attacked viciously on the road. The beasts made off with my master and killed the other 6 in our traveling contigent. I barely escaped with my life myself. Praise the gods they did not pursue or I would surely have perished. Please sir/milady, I was able to see the caves in the distance where they dragged my master. You must rescue him. You are my last hope. I'm sure you have heard of my master. He is the revered Sir Valadir, soon to be crowned baron of the famed Darannel. I can assure you the reward would be well worth any danger to you and you would be heroes to all.

Mission Goals

You readily accept the man's request, assuring him that Sir Valadir would soon be safely returned, and that whoever was in charge of this abduction would be brought to justice. The man is only able to give you a few rough directions, but with your detailed knowledge of the area, you know exactly where he must have been taken. Your goal is to safely rescue Sir Valadir and defeat whoever is responsible for this abduction. You are sure there must be a few transport glyphs within the caves, as well as a few nice trinkets that the beasts have probably acquired over the recent months. You also know that Sir Valadir is reputed to be a good and generous man and can only imagine the rewards he will shower upon you when you save his life. You start with 5 conquest tokens. If you ever run out of conquest tokens, Sir Valadir will perish and the beasts responsible for this atrocity will have triumphed.

Starting Area

Following the rough directions given to you, you make your way to the caves and enter. The area is dimly lit and the air is strangely quiet ... perhaps a little too quiet. Shrugging off any misgivings, you remind yourself of the importance of your mission and bravely stride in.

Area 1

As you enter, you are immediately accosted by what appears to be an organized guard post. A sorcerer breaks off conversation and motions towards you as a beastman bellows out commands for his men to attack. These beastmen seem to have been expecting you as they rush forward, eager and anxious to battle. You notice crude markings on the walls and there are torches lit at various intervals in order to keep the area illuminated.

(If the hero ends his turn on the encounter marker) --> "As you examine some markings on the wall you hear a loud click and are horrified to hear the walls crumble away." Place 2 rubble tokens immediately below the encounter square to block off this passage. If there was a hero on either of these 2 squares treat this as if a crushing block was put in play and move the affected hero accordingly after dealing the appropriate damage.

Area 2

With a little concern, you cautiously enter this area to sounds of snarling. Off in the distance you hear a man's voice confidently inform his pets to attack. As he advances towards you, you overhear him mention something about a large reward being offered for the capture of capable adventurers.

Area 3

You enter a long, narrow corridor that seems to be in great need of repair. The walls have started to show signs of wear and decay. Off in the distance, you believe you are able to make out the shape of a large razorwing sneering down at you, as it cautiously approaches.

Area 4

Entering this room, you are horrified to find a giant, quietly eating his meal. Obviously, he was not expecting anyone, as you watch him clumsily rise up to his full height. As he regards you with a wide, toothy grin, it seems painfully apparent to you, that you might just be the next course in his enormous dinner.

Area 5

As you enter, a large spider is hovering near a staircase in the corner. Seeing you, it angrily spits venom as it rushes forward to attack.

If the heroes end their turn on the encounter marker then read "You find yourself at the bottom of what appears to be some form of chute that falls from the ceiling. Seeing scattered bones on the ground you wonder just how far up it goes. You also see a carefully concealed rope which could possibly be used to climb up into the darkness."

Note - The rope leads up through the chute to the encounter marker in area 7. It requires 4 movement points to make the climb and can be treated as stairs.

Area 6

Battered and beaten, off in the corner you see a man

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crumpled up in a ball, barely conscious.

Encounter marker - As the heroes examine the man laying in the corner, you recognize immediately that this is the legendary Sir Valadir. Barely aware of his surroundings, he informs you of an evil sorcerer named Drakkus who has been organizing these raids and offering substantial rewards to attract brigands to capture adventurers and bring them here as captives. He also mentions that he believes these raids have been going on for a while now, however his time held here as a captive is but a blur to him and he does not know any more than that. He is extremely grateful to you for his rescue and is more than willing to join the heroes to find and defeat Drakkus.

Important: If the heroes recruit Sir Valadir into the party, he functions just as if he was another hero with the following skills _____ _____ _____ . He currently only has 1 wound, 0 fatigue and no equipment however though, as a result of his torturous beatings while held captive.

If the heroes decide to take Sir Valadir safely to town, he becomes an encounter marker and needs to be carried by a hero to town. The heroes receive 3 conquest tokens for the safe return of Sir Valadir, however he is unable to be used in the fight against Drakkus.

If the heroes use Sir Valadir and he dies during the rest of the mission the heroes have failed in their quest to safely rescue him and the game is over.

The heroes must decide immediately whether or not to use Sir Valadir.

Area 7

A large ogre growls at you as you approach. " Fee Fi Fo Fum I smell a stinky bum!! " Behind him you see a staircase leading off into the distance.

The encounter marker is actually a pit trap causing the heroes to slide down to the corresponding encounter marker in area 5. The hero suffers 2 wounds (which can not be reduced by armor) from trap damage unless they roll a blank to avoid damage.

Note - If there is a hero at the bottom of the pit already in area 5 then move the falling hero to an empty adjacent space.

Area 8

Entering the blue door, a very large ogre advances confidently towards you. Judging by his demeanor and battle stance you are quite confident that this is not your typical ogre and special care will be needed.

Important: This ogre's name is Grawl. His armour and wounds are the same as a master ogre, except that his attacks deal 1 extra wound with each surge rolled and he uses 3 black die. When Grawl is killed, give the heroes the red rune key and 1 conquest token.

Area 9

Descending the long, spiralling stairs down into distance, you enter into a cold, cellar-like room. The ceiling is somewhat low and there are cluttered shelves and bookcases scattered around. Cobwebs fill the air and the smell of mold permeates throughout.

Area 10

Entering what must be the chambers of Drakkus, you confidently approach, eager to put an end to these foul raids. A diminuitive man peers out at you from across a small body of water, smiling at your advance. "Ah wonderful, more adventurers come to join the cause. Come Varikas and Lyssa. Please greet your new friends." Horrified, you notice the disfigured shape of two beings rise in the corners. You are sure they were once noble heroes, however at the moment they seem to have been corrupted beyond help.

Important: Varikas and Lyssa join the fight with Drakkus in an attempt to defeat the heroes. Give them each skills and 2 items of comparable status to the heroes. Drakkus has an armour value of 8 and 14 wounds. He attacks as a master sorcerer but uses 2 extra black die.

Note - The overlord can use any 2 heroes if these are in use.

Important: Once the heroes defeat Drakkus, the spell on the other heroes is removed and they collapse to the ground. They too thank you for releasing them from the sorcerer's evil magic and offer their aid and eternal gratitude in any of your future endeavors. The heroes receive 1 million conquest tokens and win the game :)

Note - If the heroes have not yet rescued Sir Valadir, then they receive 4 conquest tokens for defeating Drakkus and must resume their search for Sir Valadir. The 2 assisting heroes do not join the party after the defeat of Drakkus as they need to rest and recover from the effects placed on them by Drakkus.

Treasure Chests

Copper 1 - 1 copper treasure, 2 conquest tokens, 1 curse
Copper 2 - 2 copper treasures, 2 curses
Copper 3 - 1 copper treasure, 100 gold

Silver 1 - 2 silver treasures, 2 curses
Silver 2 - 1 silver treasure, 3 conquest tokens, 1 curse
Silver 3 - 1 silver treasure, 150 gold, 1 curse

Gold 1- 1 gold treasure, 3 conquest tokens, 2 curses
Gold 2 - 2 gold treasures, 2 curses

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